Caleb Katzenstein

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Work Experience

Software Engineer

Zap Surgical Systems, San Carlos, CA (07/2024 - Current)

Technical Scope: Electron.js, TypeScript, Node.js, React.js, Tailwind CSS, C++, CUDA

- Automated and documented developer onboarding process, increasing developer productivity by 80%
- Worked on next-generation treatment planning systems that will be rolled out to at least 24 hospitals around the world
- Maintained C++/CUDA codebase for dose delivery algorithms
- Ported C++/CUDA codebase from Windows to Linux

Development Operations (DevOps) Engineer

Mercedes Benz Research Division North America, Sunnyvale, CA (09/2023 - 03/2024)

Technical Scope: Python, Bazel, Gitlab Jobs

- Facilitated migration of CI/CD pipelines to use Bazel
- Reduced duration of CI/CD pipeline from 30 minutes to 30 seconds
- Developed tests and established formatting and linting scripts in Python to achieve 100% developer satisfaction

Software Engineer

Aeva, Mountain View, CA (10/2022 - 09/2023)

Technical Scope: C++, Boost, OpenGL, Qt, Bazel

- Created internal GUI tools for real-time visualization of data comprising thousands of 4D points
- Successfully implemented a feature allowing internal application to self-update via HTTPS and reduced configuration time by up to 30 minutes per update

Education

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

Bachelor's of Science, Game Design and Development

Graduated summa cum laude (GPA 3.87)